

SEGA™

GAME GEAR™

MORTAL



KOMBAT®

INSTRUCTION BOOKLET



ARENA™

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

EmuMovies



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

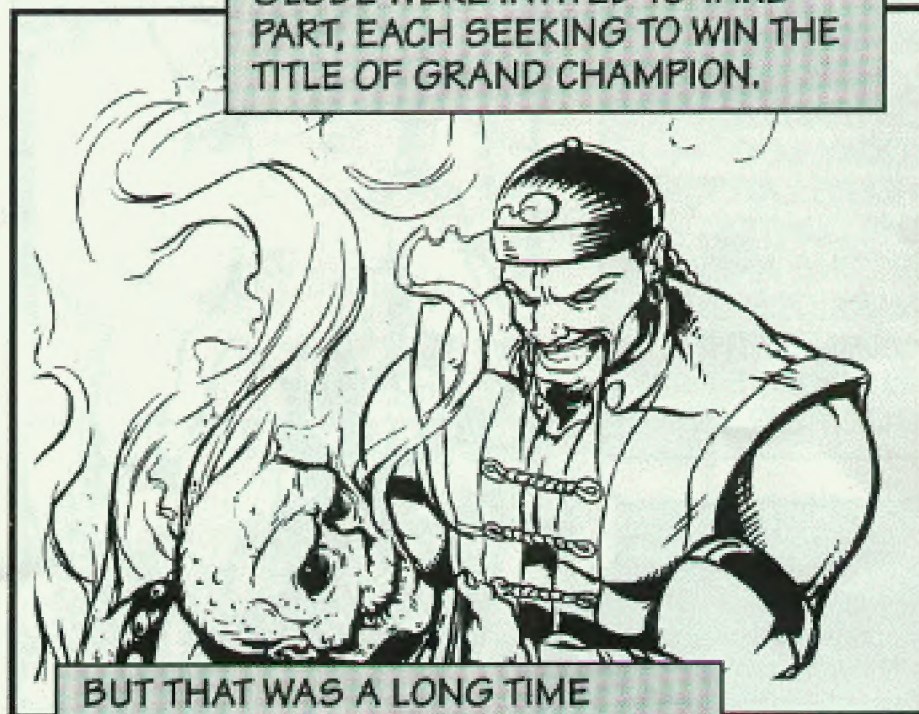
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

THE SHAOLIN TOURNAMENT FOR MARTIAL ARTS...

CONSUMER SERVICE
HOTLINE
(516) 624-9300

FOR AGES IT WAS A COMPETITION OF HONOR AND GLORY. NOBLE WARRIORS FROM AROUND THE GLOBE WERE INVITED TO TAKE PART, EACH SEEKING TO WIN THE TITLE OF GRAND CHAMPION.



BUT THAT WAS A LONG TIME AGO... BEFORE THE TOURNAMENT WAS CORRUPTED BY THE EVIL DEMON SHANG TSUNG, A WARRIOR WHO TOOK NOT ONLY THE LIVES OF HIS OPPONENTS, BUT THEIR VERY SOULS...

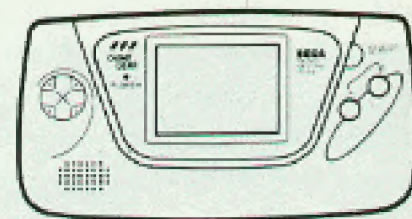


WITH THE AID OF HIS PUPIL GORO, A HIDEOUS HALF-HUMAN DRAGON, TSUNG BEGAN A DOMINATION OF THE CONTEST WHICH HAS LASTED FOR CENTURIES. TODAY, 500 YEARS LATER, THE CONTEST BEGINS ANEW AS WARRIORS ONCE AGAIN GATHER TO PARTAKE IN MORTAL KOMBAT.



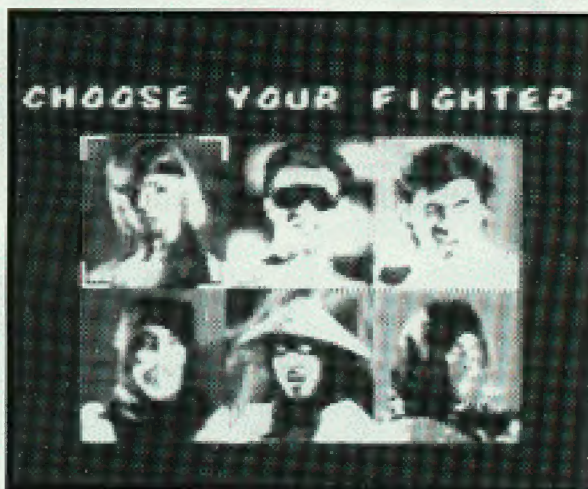
LET THE TOURNAMENT BEGIN!

1. Set up your Sega™ Game Gear™ System as described in its instruction manual. For two-player games, use the Gear to Gear™ Cable (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF.
3. Insert your Mortal Kombat® Game Cartridge as described in your Sega™ Game Gear™ manual.
4. Turn the power switch ON. When you see the Mortal Kombat® title screen, press the START BUTTON.



START begins a one-player battle for the title of Grand Champion. But first, a fighter must be selected. The "Choose your Fighter" screen has pictures of all the warriors available to a player—Liu Kang, Johnny Cage, Rayden, Scorpion, Sub-Zero, and Sonya Blade. Move the frame onto your desired warrior using the D-BUTTON ARROWS. When your choice is framed, press the 1 BUTTON to select him. Once a fighter has been selected, you will be asked to set the game's difficulty. Use the up and down D-BUTTON ARROWS to mark your choice, then press the 1 BUTTON to select it and begin the game.

Should a second player desire to enter the tournament, he may link his Game Gear™ using the

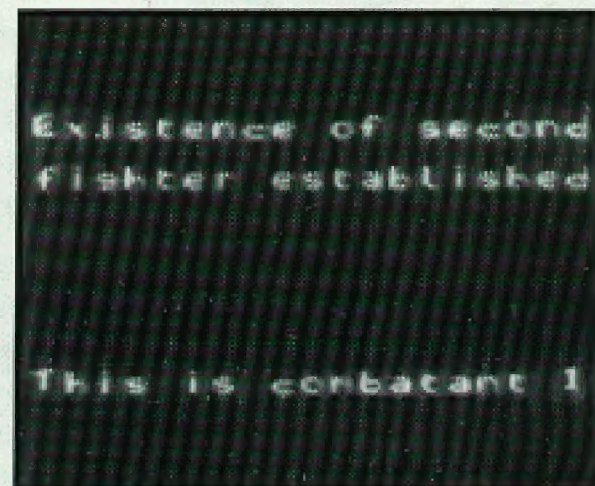


Sega Gear to Gear cable. When both players reach their title screens, the Game Gear units will establish the link, automatically assigning player numbers.

Note: If there is a one-player game in progress, the link will not be established until that game has ended and the machine has cycled back to its title screen. To start a two player game immediately, turn both Game Gear units OFF then ON simultaneously. Should the link be severed during a two player game, both machines will reset.

Once the link has been established, pressing his **START BUTTON** begins a one-player game, but the second player may join in at any time by pressing his **START BUTTON**,

returning both players to the "Choose Your Fighter" screen, where they again must select their warriors. Should both players choose the same warrior, they will be distinguished by color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

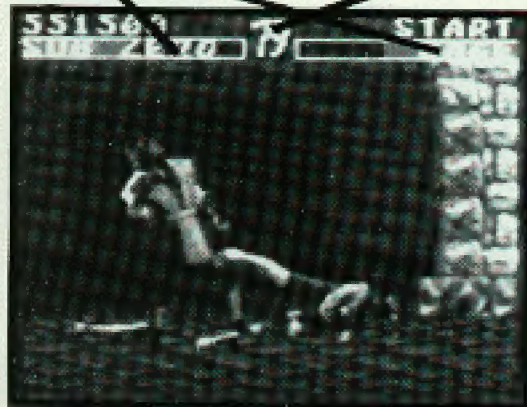


RULES OF THE TOURNAMENT

The Shaolin Tournament for Martial Arts is more than a simple exhibition. Each of its combatants has been invited for his extraordinary skills, and each in accepting has wagered his very life upon them.

HIT METERS

TIMER



The tournament's structure as simple as it is ancient—tests all aspects of a warrior, for only the most worthy may earn the title of Grand Champion.

The tournament first tests a warrior's fighting skill by pitting him against each of the tournament's

other challengers. In all Mortal Kombat battles, meters in the upper-left and upper-right corners of the screen measure the health of each warrior. The meters begin each round at full health, but are reduced with each blow taken. The amount of the reduction depends both on the type of hit and whether or not it was blocked. When a warrior's health meter runs out, he is knocked out and the round is awarded to his opponent. Should time run out before either

combatant is knocked out, the warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to his next opponent.



NOTE: If four rounds pass without a match winner, both combatants will be disqualified from the tournament.

An ancient proverb declares a warrior to be his own worst enemy. Another declares his greatest ally to be knowledge of his weaknesses. These maxims are the origin of the tournament's next test, the Mirror Match, where each warrior must face possibly his greatest foe—a doppelganger possessing all of his looks, strength, speed and skill. In order to defeat him, a warrior must demonstrate the one attribute that the doppelganger lacks—wisdom.

Should a warrior survive the Mirror Match, his conditioning is then tested in three grueling Endurance Matches.

The rules of these are similar to the standard matches, but upon defeating an opponent in an Endurance Match, a second warrior enters the fray. To win a round, both opponents must be vanquished before your warrior succumbs to injury even once!

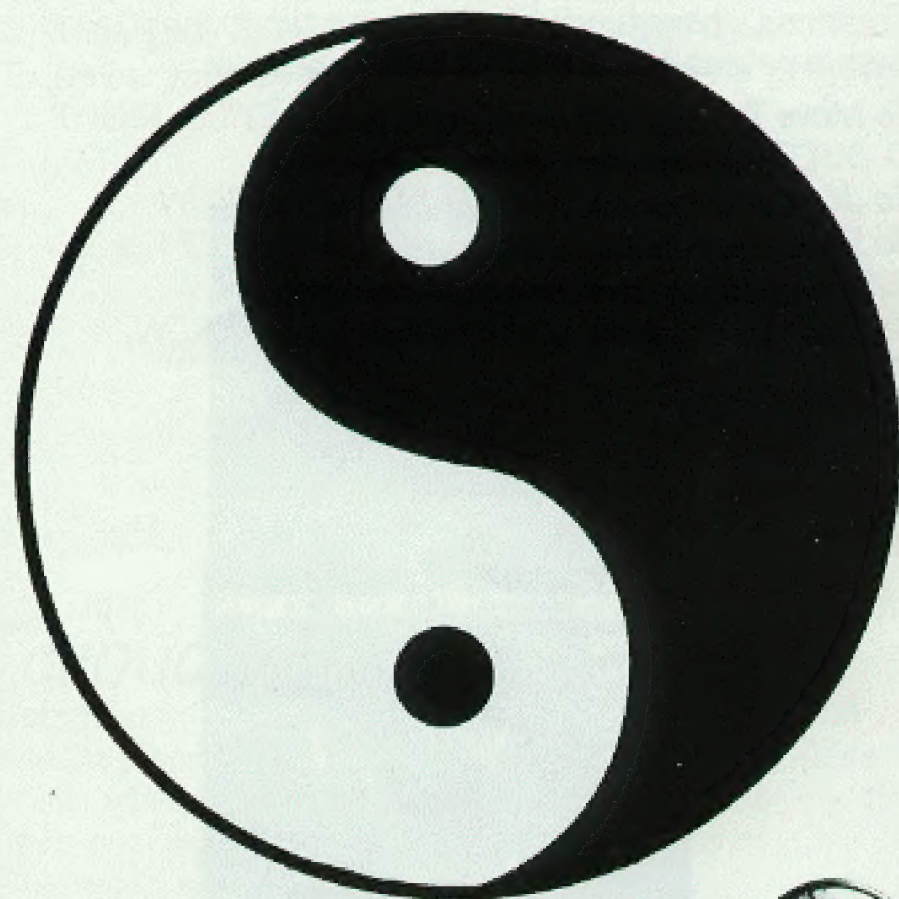




Only when a warrior has succeeded in each of these challenges has he proved himself worthy of meeting the Grand Champion, Goro, in battle. If Goro is defeated, the demon Shang Tsung will enter the contest to oppose you! Defeat him to become the Supreme Mortal Kombat Warrior!

THE ART OF KOMBAT

Each contestant invited to the Tournament has spent years in practice and meditation to perfect his martial arts skills. Before engaging these warriors in combat, you too should practice the martial arts by meditating on these lessons.



BASIC MOVES

The best way to begin your training is with the fundamental moves: kicks, punches, crouches, jumps and blocks. These moves may seem trivial compared to powerful and acrobatic moves like flying kicks, but knowing how to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one himself. Combined, these fundamentals form the foundations for both a potent offense and a strong defense.

To Move Towards or Away: Press the LEFT or RIGHT D-BUTTON ARROW

To Jump Up: Press the UP D-BUTTON ARROW

To Flip Towards or Away: Press the UP + LEFT or RIGHT D-BUTTON ARROWS

To Crouch: Press the DOWN D-BUTTON ARROW

To Punch: Press the 1 BUTTON

To Kick: Press the 2 BUTTON

To Block: Press the START BUTTON

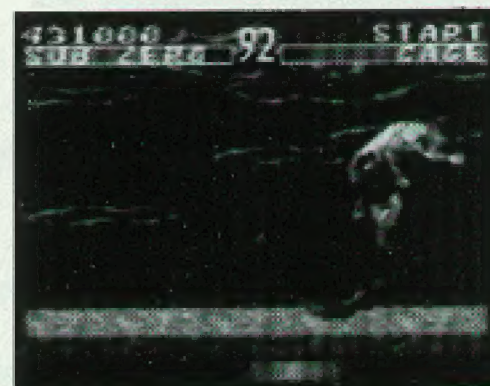


WHEN IN CLOSE QUARTERS

Additional moves used in close-in combat situations are the knee, the head blow, and the throw. All three are highly effective, and do not require the full limb extension which is impossible in close quarters. Although these moves are potent, they can only be used when directly adjacent to an opponent.

To Knee your opponent: Press the 2 BUTTON

To Throw your opponent: Press TOWARDS + 1 BUTTON



CROUCHING MOVES

Defensively, the crouching moves allow one to avoid punches and aerial weapons, to escape from a close-in situation and to avoid being thrown. Offensively, the uppercut, executed from the crouch, is one of the most powerful weapons in a warrior's arsenal.

To Crouch With Weight Forward or Back: Press DOWN + TOWARDS or AWAY D-BUTTON ARROWS
To Kick Away your opponent: Press DOWN + 2 BUTTON

To Uppercut: Press DOWN + 1 BUTTON

To Execute a Crouched Block: Press DOWN + START BUTTON



SPINNING MOVES

The spin is the key to such moves as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him onto his back. The Roundhouse is a spinning kick which strikes your opponent in the face.

To Roundhouse your opponent: Press AWAY + 2 BUTTON

To Foot Sweep your opponent: Press AWAY + DOWN + 2 BUTTON

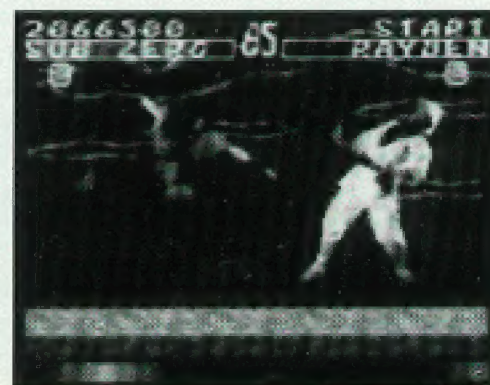


AERIAL MOVES

The final moves one should learn are the Aerial moves—the flying punches and kicks. To execute these moves, first jump, either in place or towards one's opponent, then press the attack buttons while in the air. However, unlike most attacks, aerial attacks must be timed properly to land the blow.

To launch a Flying Punch: JUMP then press the 1 BUTTON

To launch a Flying Kick: JUMP then press the 2 BUTTON



SPECIAL MOVES

All of the Mortal Kombat warriors possess expert fighting skills—in that respect, they are equal to thousands of other warriors around the globe. What raises them above their peers are the special moves which they have created and perfected. In order to become a superior warrior, skilled enough to win the title of Grand Champion, you too must learn these moves, for these moves, whether special kicks or elemental bolts make the Mortal Kombat warriors the fiercest and most ferocious combatants on Earth. Mastering their special moves will make you the same.

WISDOM OF THE FIGHTING MONKS

The mind is stronger than the body. Observe fights to learn which moves counteract others, which can be executed faster, and which do the most damage. For example, a crouched block is very quick and will prevent you from being foot swept. Use this type of knowledge to your advantage.

With practice, you can learn combinations of moves which can be executed in sequence. These combinations allow you to hit your opponent several times before he can defend himself, making them an invaluable tool.

One battle plan will not work for every fighter. Since each warrior has different strengths and moves, each should employ a different fighting style. Experiment to discover which strategies are best suited to each fighter.



JOHNNY CAGE

REAL NAME: JOHN CARLTON

AGE: 29

HEIGHT: 6'1"

WEIGHT: 200

HAIR: BROWN

EYES: BLUE

LEGAL STATUS: CITIZEN
OF THE UNITED STATES OF
AMERICA

KNOWN RELATIVES:
ROBERT CARLTON; FATHER,
ROSE CARLTON; MOTHER,
REBECCA CARLTON; SISTER,
CINDY FORD; WIFE
(DIVORCED)

BIRTHPLACE: VENICE,
CALIFORNIA

OCCUPATION: ACTOR



A martial arts superstar trained by great masters from around the world, Cage uses his talents on the big screen. He is currently box office champ, starring in such movies as Dragon Fist and Dragon Fist II, as well as the award-winning Sudden Violence. He entered the tournament purely for the publicity it would generate for him around the world. Despite his seeming shallowness, he is a formidable foe with limber limbs, quick reflexes, and his patented Shadow Kick.

SPECIAL MOVES:

SHADOW KICK— AWAY, TOWARDS, KICK

FINISHING MOVE:



LIU KANG

AGE: 24

HEIGHT: 5'10"

WEIGHT: 185

HAIR: BLACK

EYES: BROWN

LEGAL STATUS:

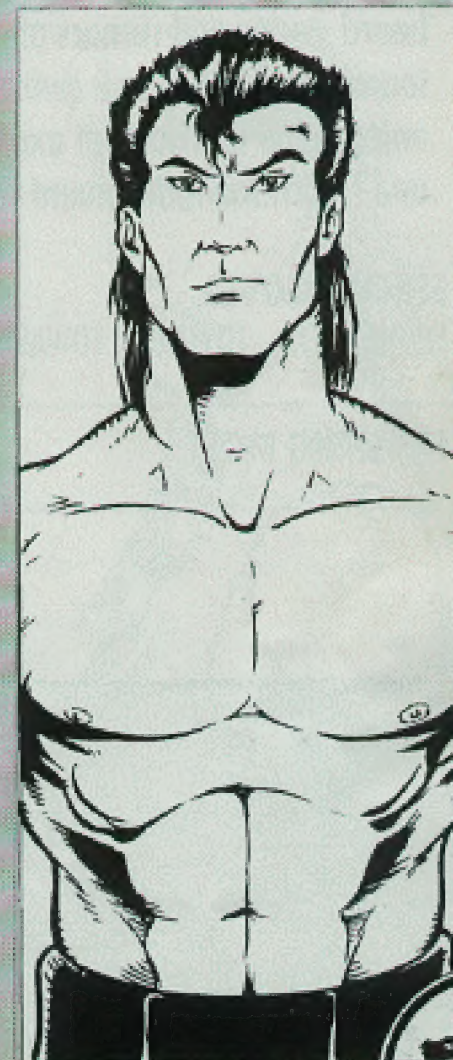
CITIZEN OF THE PEOPLES
REPUBLIC OF CHINA

KNOWN RELATIVES:

LEE KANG; FATHER
(DECEASED); LIN KANG;
MOTHER (DECEASED);
CHOW KANG, BROTHER
(WHEREABOUTS
UNKNOWN)

BIRTHPLACE: HONAN
PROVINCE, CHINA

OCCUPATION:
SHAOLIN MONK,
FISHERMAN



Once a member of the super-secret White Lotus Society, Liu Kang left the organization in order to represent all Shaolin temples at the tournament. Through his entire life he has heard stories and rumors about Shang Tsung's martial arts tournament. He is well aware of the evil behind it, and has entered the tournament expressly to defeat Shang Tsung and return the tournament to its noble origins.

SPECIAL MOVES:

FLYING KICK—TOWARDS, TOWARDS, KICK

FINISHING MOVE:



SONYA BLADE

AGE: 26

HEIGHT: 5'10"

WEIGHT: 140

HAIR: BROWN

EYES: BLUE

LEGAL STATUS: CITIZEN
OF THE UNITED STATES OF
AMERICA

KNOWN RELATIVES:
MAJOR HERMAN BLADE;
FATHER, ERICA BLADE;
MOTHER, DANIEL BLADE;
TWIN BROTHER,
(DECEASED)

BIRTHPLACE: AUSTIN,
TEXAS

OCCUPATION:
LIEUTENANT IN THE
U.S. ARMY, MEMBER
OFA SPECIAL PARA-
MILITARY FORCE.



Sonya Blade is a member of a top special forces unit. Her team was hot on the trail of Kano's Black Dragon. Her unit followed Kano to an uncharted island, but were ambushed by Shang Tsung's personal army. Tsung forced Sonya into the tournament by holding her comrades hostage. Now, not only does her own life rest on her performance, but those of her companions as well!

SPECIAL MOVES:

LEG GRAB— DOWN + PUNCH + KICK

FINISHING MOVE:



RAYDEN

AGE: ETERNAL

HEIGHT: 7'

WEIGHT: 350

HAIR: BLACK

EYES: NONE

LEGAL STATUS:
MYSTIC— DOES NOT
APPLY

KNOWN RELATIVES:
NONE

OCCUPATION:
WARRIOR



The name Rayden is actually that of a mystical warrior who lives among the thunder clouds. It is rumored that he received a personal invitation from Shang Tsung himself and took the form of a human to compete in the tournament. His elemental powers make him a dangerous foe from both the land and the air.

SPECIAL MOVES:

FLYING THUNDERBOLT—
AWAY, AWAY, TOWARDS

FINISHING MOVE:



SUB-ZERO

REAL NAME: UNKNOWN

AGE: 32

HEIGHT: 6'2"

WEIGHT: 210

HAIR: BLACK

EYES: BROWN

LEGAL STATUS: NONE.
HOWEVER, HE RESIDES
SOMEWHERE IN CHINA

KNOWN RELATIVES:
NONE

BIRTHPLACE: UNKNOWN

OCCUPATION: LIFE LONG
MEMBER OF THE LIN KUEI,
A RARE CLAN OF CHINESE
NINJA-TYPE ASSASSINS



The actual name and origin of this warrior is unknown. However, based on his uniform, it is believed he belongs to the Lin Kuei, a legendary clan of Chinese "ninjas" functioning as an assassin. As his name implies, he has mastered the element of cold. His deep freeze leaves an opponent at his mercy, a dangerous situation, for Sub-Zero possesses none.

SPECIAL MOVES:

DEEP FREEZE— DOWN, TOWARDS, PUNCH

FINISHING MOVE:



SCORPION

REAL NAME: UNKNOWN

AGE: 32

HEIGHT: 6'2"

WEIGHT: 210

HAIR: BLACK

EYES: VARIES

LEGAL STATUS: SCORPION IS A REINCARNATED SPECTER AND HAS NO LEGAL STATUS.

KNOWN RELATIVES: WIFE AND CHILD IN A FORMER LIFE.

BIRTHPLACE: IN FORMER LIFE— UNKNOWN
AS SCORPION— UNKNOWN

OCCUPATION: IN FORMER LIFE— UNKNOWN
AS SCORPION— REVENGE

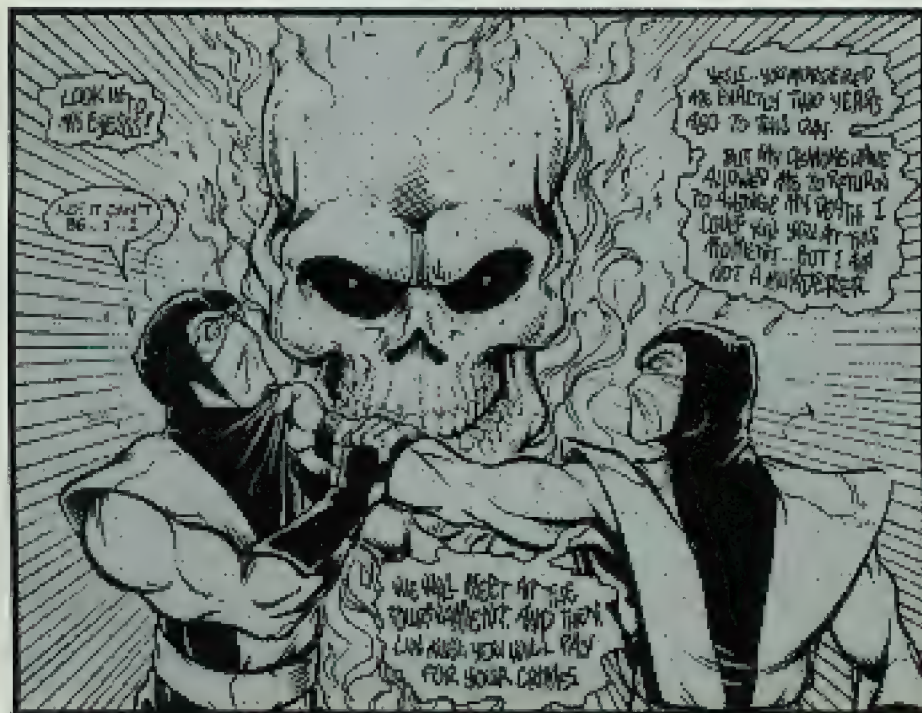


Like Sub-Zero, Scorpion's true name and origin are not known. It is believed, however, that he is a fallen ninja granted the opportunity to avenge his death, at the hands of the Lin Kuei. He has been given a new body and a uniform which mocks the Lin Kuei's with its cowardly yellow color.

SPECIAL MOVES:

HARPOON— AWAY, AWAY, PUNCH

FINISHING MOVE:



GORO

AGE: 2000

HEIGHT: 8'2"

WEIGHT: 550

HAIR: BLACK

EYES: RED

LEGAL STATUS:

EARTH— NONE

OUTWORLD— PRINCE
OF KUATAN

KNOWN RELATIVES:

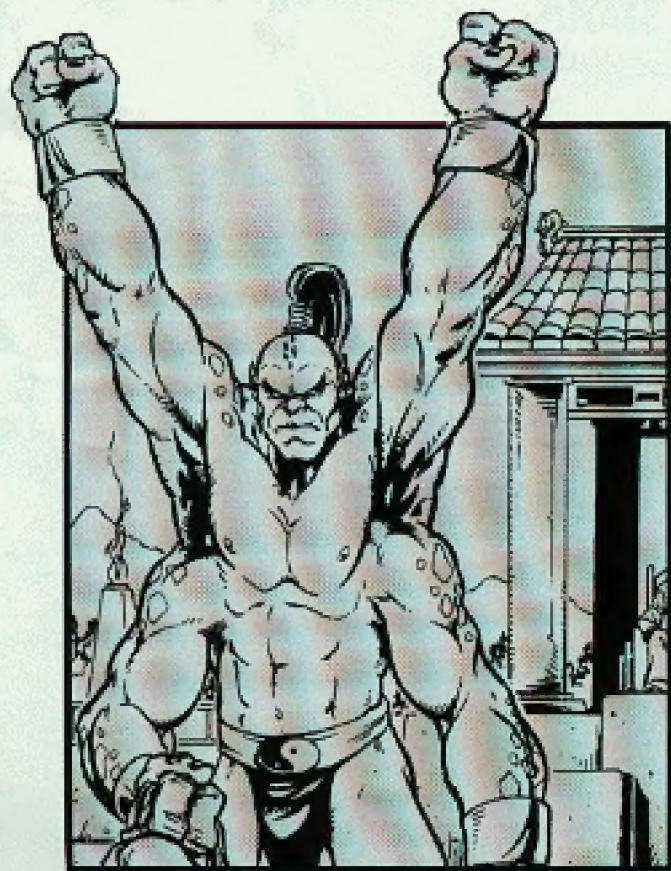
KING GORBAK; FATHER,
QUEEN MAI; MOTHER,
GORO ALSO HAS 7 WIVES

BIRTHPLACE: KUATAN,
4TH ASTRAL PLANE OF
SHOKAN, REALM OF THE
OUTWORLD.

OCCUPATION: PRINCE
OF KUATAN, RULER
SUPREME OF SHOKAN'S
ARMIES.



A 2000 year old half-human dragon, Goro remains undefeated for the past 500 years. He won the title of Grand Champion by defeating Kung Lao, a Shaolin fighting monk. It was during this period that the tournament fell into Shang Tsung's hands and was corrupted. Goro possesses both massive strength and great agility. None who have fought him have reported any weaknesses. In fact, none who have opposed him have survived!



NOTES

NOTES

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Name: _____

Phone: () _____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: **MORTAL KOMBAT® GAME GEAR™**

2. Who **purchased** this game? ☐ Male ☐ Female Age _____

3. Who **plays** this game the most? ☐ Male ☐ Female Age _____

4. Why was game purchased for **player**? ☐ Self-purchase

☐ Requested Gift ☐ Unrequested Gift

5. How did you hear about this game? ☐ Friend ☐ Radio ☐ TV

☐ Newspaper ☐ Magazine Ad ☐ Game Review ☐ In-Store Display

☐ Played Before Buying ☐ Arcade ☐ Salesperson

6. How would you rate the game play?

1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics?

1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like most? ☐ Action ☐ Role-Playing

☐ Sports ☐ Simulation ☐ Maze/Puzzle

9. How often do you play coin-op arcade games?

☐ Never ☐ Sometimes ☐ Frequently

10. What game/computer systems are in your household? ☐ NES

☐ Super NES ☐ Genesis ☐ Game Gear ☐ Game Boy

☐ PC (IBM or other)

11. How many times a month do you rent video games? _____

12. Which magazines and comic books do you read? _____

13. Comments: _____

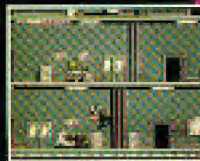
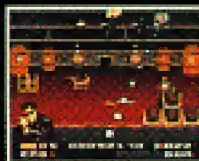
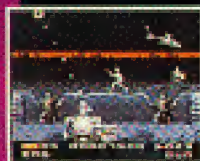
Send to: Arena Entertainment, P.O. Box 9003, Oyster Bay, NY 11771-9003

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Patents: U.S. Nos. 4,442, 486/4, 454, 594/4, 462, 076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

**RELENTLESS,
PULSE-
POUNDING
ACTION ON
GAME GEAR!**

**#1
ARCADE
SMASH**



BLAST T-800 ENDOSKELETONS!

HASTA LA VISTA, BABY!

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